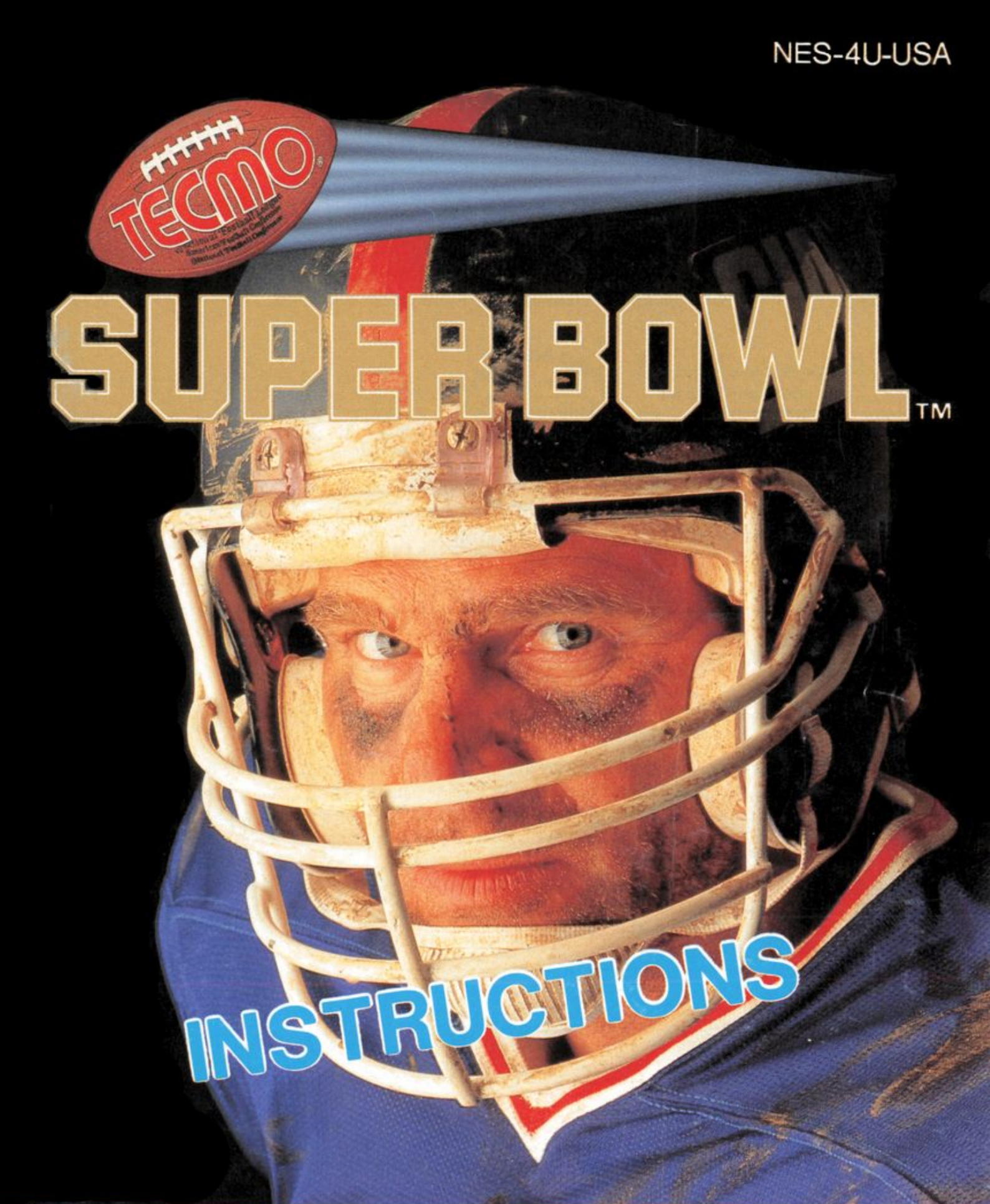
NES-4U-USA



SUPER BOWL™

INSTRUCTIONS

Team NFL™

TECMO®

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

Thank you for choosing the fun-filled TECMO SUPER BOWL game pak by TECMO, LTD.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions, and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV-

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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1. TECMO SUPER BOWL

Tecmo Super Bowl is a football game that simulates real NFL action. Players can experience an entire season — from summer preseason games to the final Pro Bowl game. All 28 NFL teams are included in this game. Each team is made up of 30 players and each player is based upon data taken from the actual football players from the 90/91 NFL season. Enjoy the excitement of football to your heart's content.

* THE PLAYERS AND STATISTICS IN TECMO SUPER BOWL HAVE BEEN PICKED FROM ACTUAL NFC AND AFC TEAM ROSTERS. UNFORTUNATELY DUE TO PROGRAMMING AND OTHER LIMITATIONS WE COULD NOT INCLUDE ALL PLAYERS FROM ALL TEAMS. WE HAVE ENDEAVORED, HOWEVER, TO CREATE THE MOST AUTHENTIC FOOTBALL GAME POSSIBLE. IF PER CHANCE WE HAVE MISSED ONE OF YOUR FAVORITE PLAYERS PLEASE ACCEPT OUR APOLOGY.

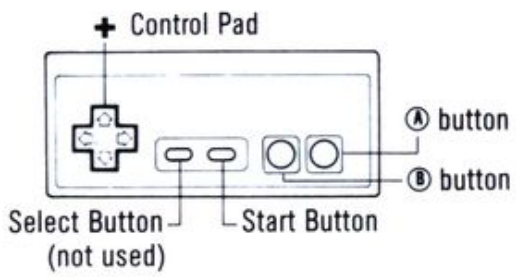
◎ Convenient Power-off Memory Function

This game cartridge is equipped with a back-up battery that enables you to save the results of games played. In order to make sure that the data you have saved isn't lost, always press the reset button while turning the power off. Be careful not to remove the cartridge while the power is on and do not turn the power switch on and off in rapid succession. Doing either of these things may cause damage to the data and scores saved by the back-up battery. (To reset the Memory — see page 21)

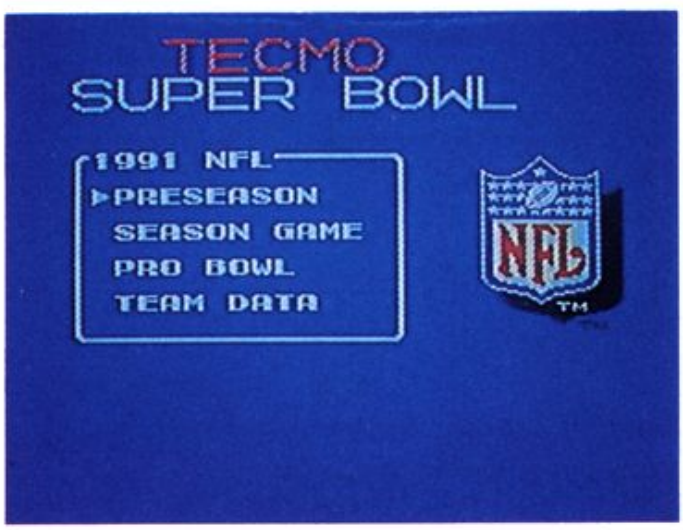
2. Operation of the Control

Pressing any button during the demo screen action will cause the title screen to appear. Pressing the start button will cause the Main Menu screen to appear. Move the + Control Pad up and down to make your choices from among the four main menus: preseason game, regular season game, pro bowl, and team data. For details concerning the menus, refer to the corresponding sections which follow.

◎ Making menu and data choices



◆ Main Menu Screen



+ Control Pad	Used to move the "▷" mark when choosing items.
Ⓐ button	Used to make your choices.
Ⓑ button	Used to cancel your choices.

◎ Window Controls

Choosing items	**+ Control Pad**
Entering your choice	**Ⓐ button**
Canceling a selection or returning to the previous screen	**Ⓑ button**
Looking at the player's data for the offensive starters	**Start button**

3. Tecmo Super Bowl – Three Game Modes

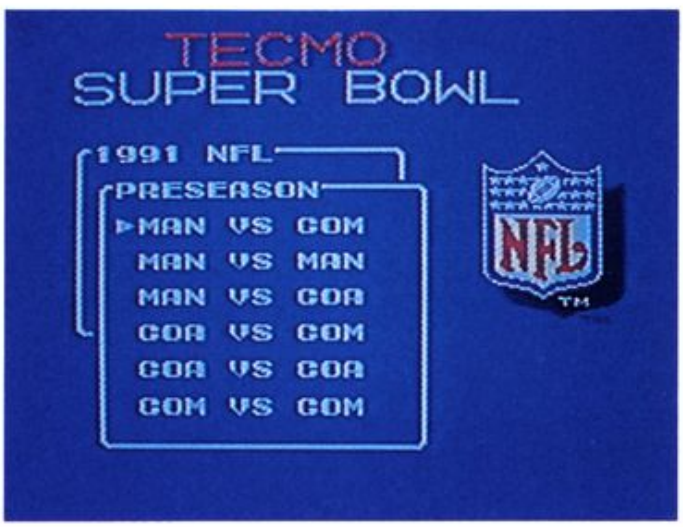
#1 – Preseason Game

To play a preseason game, begin by choosing "Preseason game" then choose two teams from among the 28 NFL teams listed.
*** Data from preseason games is not saved.**

If you choose "Preseason" from the main menu, the Team Control Window will appear.

☆ Use this window to determine the mode for your game (see the Team Control page for more details – Page 15).

◆ Team Control Window



☆ Once you have selected your game mode, the Team Select screen will appear.

☆ Choose your team and your opponent's team.

☆ Once you have chosen the two teams, the game will begin.

◆ Team Select Screen

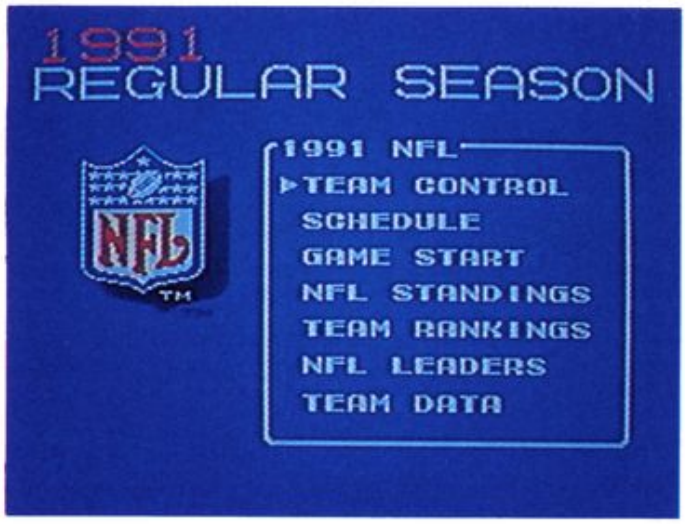
*** You can change a team's starting roster before the game begins (see the Team Data page for more details – Page 8).**

#2 – Regular Season Game

Each team plays one regular season game every week during the 17 week season. The teams with the best season records then compete in the playoffs to decide the two Super Bowl contestants. These two teams then play in the Super Bowl to decide which is the world champion. Records for each team and player are kept in the cartridge's memory throughout the entire season.

☆ Choose "Season" from the main menu and the options window will appear. While this screen is on you can confirm the game data and change the game settings. Then choose "Game Start" to begin the game (See the Regular Season Game Data section for more details – page 16).

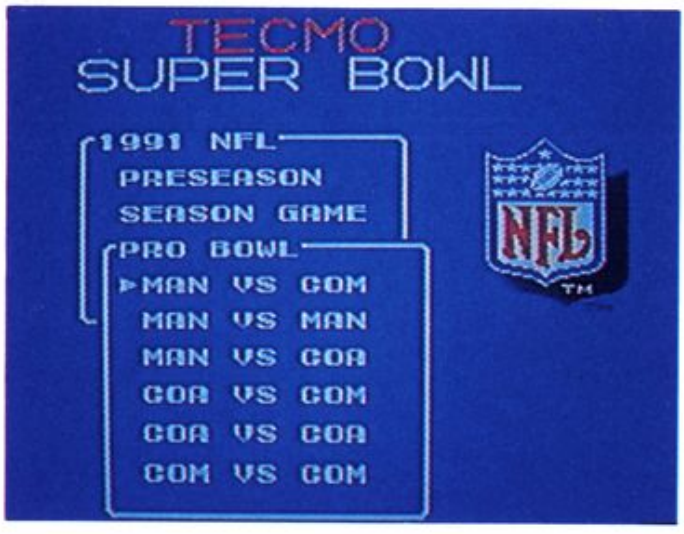
◆ Options Window



#3 – Pro Bowl Game

The Pro Bowl game is an all-star match-up between the best players in the AFC and NFC. The starting line-ups of the two all-star teams can be changed by using the Team Data mode (see page 8~15).

◆ Team Control Window



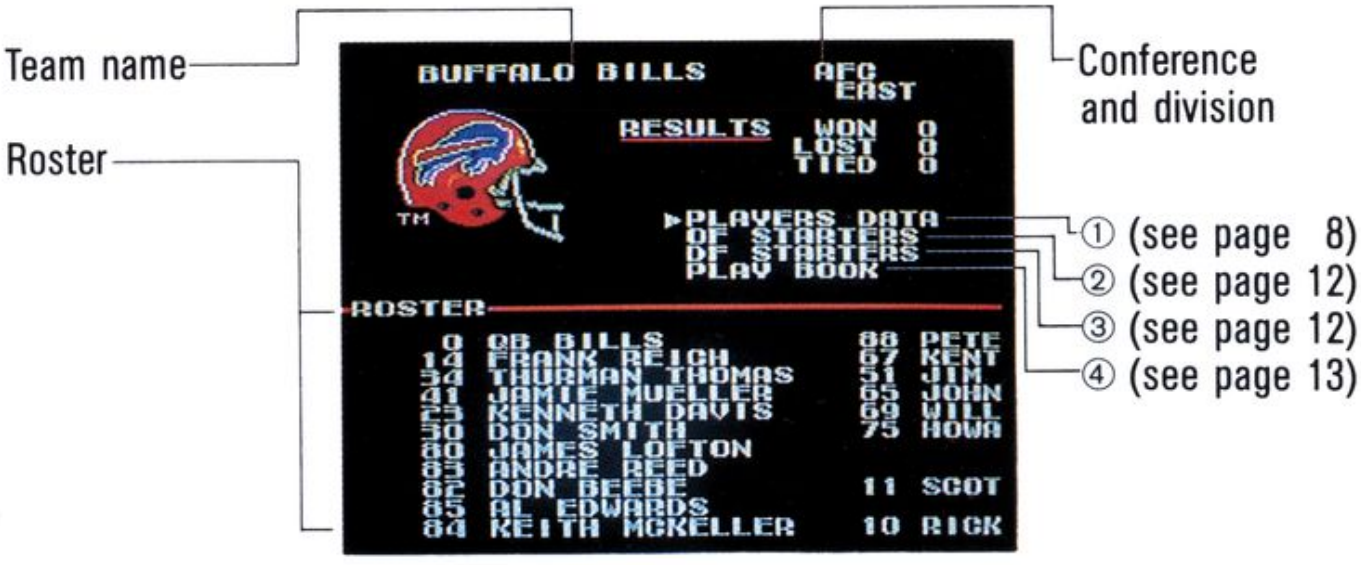
Choose "Pro Bowl" from the main menu and the Team Control Window will appear. After setting the game mode, choose either the AFC or NFC and the game will begin. (see page 15)

◎ Team Data

When you want to look up team's or players data, or when you want to change the starting line-up choose the team from the list and then press the Ⓐ button. Data for the team that you have chosen will then appear on the screen. (Refer to page 14 for information concerning the All- Star Team Data Screen.)

◆ Team List Screen

◎ Team Data Screen



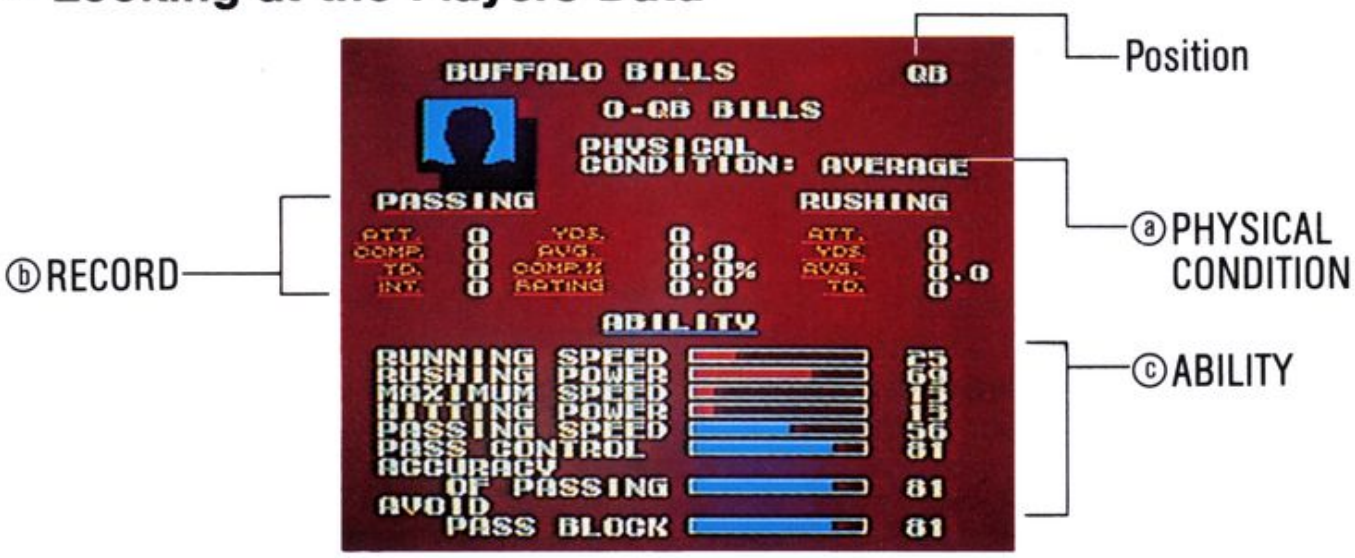
◆ Slide to the right or left ◆

① Select "Players Data" to look at data for an individual player.

Use the + Control Pad to select "Players Data" and press the Ⓐ button and the "▷" mark will be displayed in the

roster column. Use the + Control Pad to select the player whose condition and data you want to see. The + Control Pad can be used to move right or left in the roster column. Press the Ⓐ button to review Players Data.

☆ Looking at the Players Data



ⓐ... A player's condition is described in five levels.

Excellent : top condition.
Good : good condition.
Average : average condition.
Bad : in a slump
Injured : sidelined with an injury.

ⓑ... Record

Passing

ATT. : pass attempts.
YDS. : passing yards gained.
COMP. : pass completions.
AVG. : average yards gained per pass.
TD. : pass touchdowns.
COMP. % : pass completion percentage.
INT. : interceptions.
RATING : rating points.

RECEIVING

NO. : number of pass receptions.
YDS. : yards gained on pass receptions.
AVG. : average yards gained per reception.
TD. : pass reception touchdowns.

Interceptions

NO. : number of interceptions.
YDS. : yards gained on interception returns.
AVG. : average yards gained per interception.
TD. : interceptions returned for touchdowns.

QB Sacks

SACKS : number of quarterback sacks.

Rushing

ATT. : number of runs.
YDS. : rushing yards gained.
AVG. : average yards gained per run.
TD. : rushing touchdowns.

Punt Returns

NO. : number of punt returns.
YDS. : yards gained on punt returns.
AVG. : average yards gained per punt return.
TD. : punt return touchdowns.

Kick Returns

NO. : number of kick-off returns.
YDS. : yards gained on kick-off returns.
AVG. : average yards gained per kick-off return.
TD. : kick-off return touchdowns.

©Ability

This area displays the abilities of the various players. The items change depending on the player's field position.

○Ability indicators for all players.

Running Speed : a player's rushing speed.
Rushing Power : a player's rushing strength.
Maximum Speed : a player's maximum speed.
Hitting Power : a player's strength when blocking or hitting his opponent.

○Abilities of running backs, wide receivers and tight ends.

Ball control : Ability to Avoid Fumbles.
Receptions : Ability to Catch Passes.

○Ability indicators for punters and kickers.

Kicking Ability.
Avoid Kick Block.

○Ability indicators for a QB.

Passing Speed.
Pass Control.
Accuracy of Passing.
Avoid Pass Block.

○Ability indicators for defensive players.

Pass Interceptions.
Quickness.

② Offensive Starters

- Use the + Control Pad to select "OF Starters" and press the Ⓐ button to check and make changes to the offensive starting line-up.

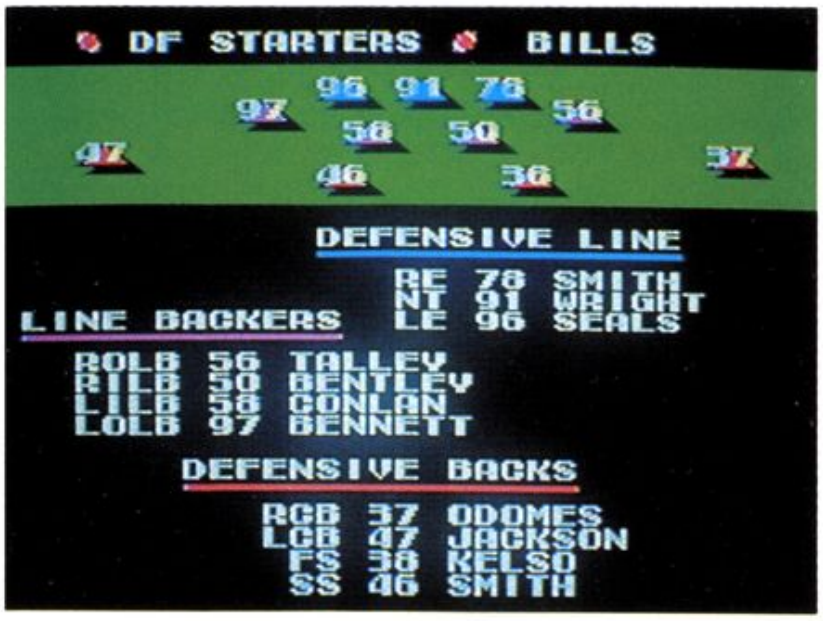
Use the + Control Pad and Ⓐ button to move the players from the "Starter" column and vice versa. See the section on line-up changes for more details (page 26).

Move the "▷" mark to the "starter" position, press the Ⓐ button and the reset window will appear. Choose "Yes" to return to the original starting line-up.
* You can check a player's data by choosing the player's name and then pressing the start button. (see page 8)

③ Defensive Starters

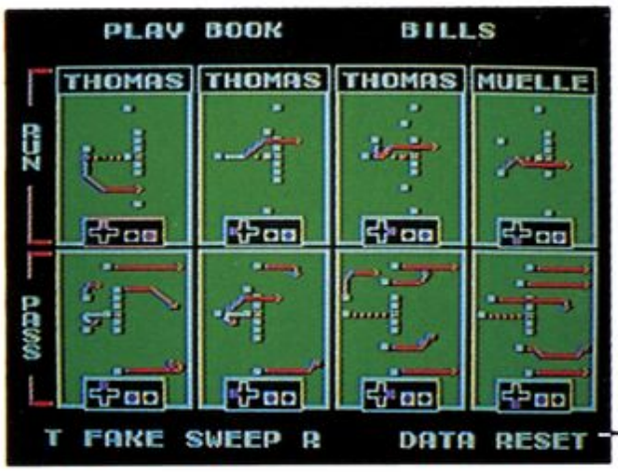
- Use the + Control Pad to select "DF Starters" and press the Ⓐ button to check the defensive starting line-up.

* The defensive starting line-up cannot be changed.



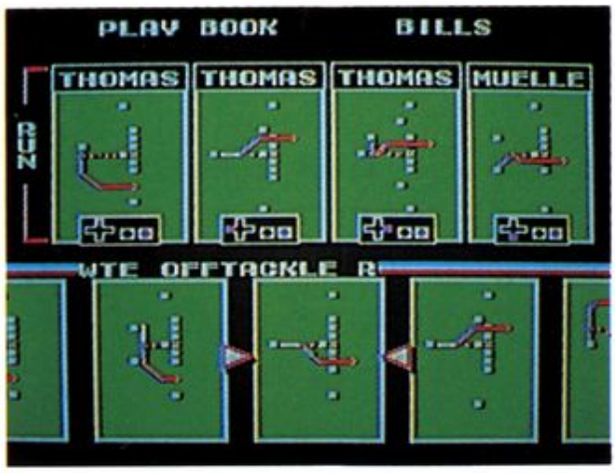
④ Play Book

Use the + Control Pad to select "Play Book" and press the Ⓐ button to check and make substitutions for the eight plays that a team can use during a game. Each team can choose its plays from among eight play patterns which include four running plays and four pass plays. With this command the offensive team can choose any play that it wants to use from among the eight play selections.

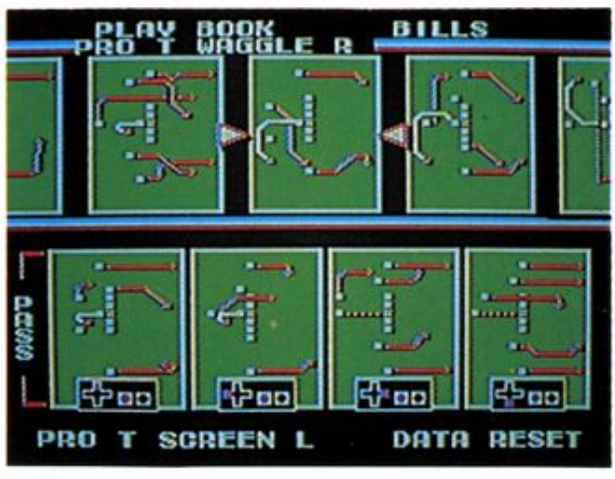


Changes can be made to the play pattern that is flashing. Use the + Control Pad to choose the play pattern that you do not want to use and then press the Ⓐ button.

Choose "Data Reset" to return to the original play patterns.



Substitute play patterns will appear in the pass play area when switching from a running play, and in the running play area when switching from a pass play. Move the + Control Pad to the right or left to choose the play pattern that you want to use.



The substitute play patterns will move to the right and left. Bring the play pattern that you want to use to the center of the screen.

◎ Pro Bowl game

• When you choose an All-star team from the Team List screen and then press the Ⓐ button. All-star team data screen will appear.

◆ All-star Team Data screen

①, ②, ③, ④... See the previous pages.

⑤ Move the "▷" mark to ⑤ and press the Ⓐ button, and the "▷" mark will be displayed in the "Pro Bowl" Player ("All Stars") column.
Use the + Control Pad to move the "▷" mark to the name of the player that you want to replace.
Choose the name of the player that you want to replace, press the Ⓐ button and the names of the Pro Bowl candidates for each team in the league will be displayed at the top of the screen.

List of "All Stars" candidates.
Players Home Team.

Players Position.

* Even an injured player can participate in the Pro Bowl.

⑥ Choose "Reset Players" to return to the original Pro Bowl rosters.

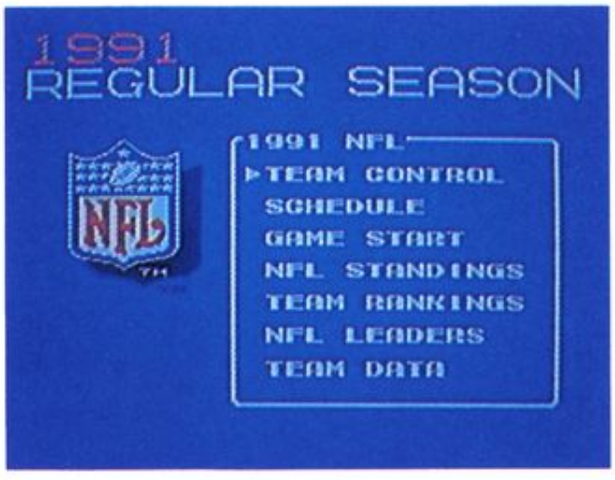
To choose a substitute	Move the ✚ Control Pad up or down to choose a player, then press the Ⓐ button to enter your selection.
To choose the substitute player's team.	Moving the ✚ Control Pad to the right or left will cause the team display section to slide to the side and be replaced by a different team.

Enjoy the Pro Bowl game by choosing your own all-star team.

◎ Team Control

* Use the following four modes to control your team.

(1) **MAN:** used to control an individual team. (Manual Player)
(2) **COA:** used to enjoy the experience of being the head coach. Use this mode to select the plays, call time outs, and for making substitutions to the line-up.
During the game the players will automatically move according to the coach's instructions. (Coach Player)
(3) **COM:** used to leave all the controls to the computer. (Computer Player)
(4) **SKP:** used during a regular season game. This mode functions in the same way as the COM mode, but when both teams in a game are in the SKP control mode, the game will automatically be skipped and only the result of the game will be shown. (Same as COM except when SKP vs SKP – see page 16)

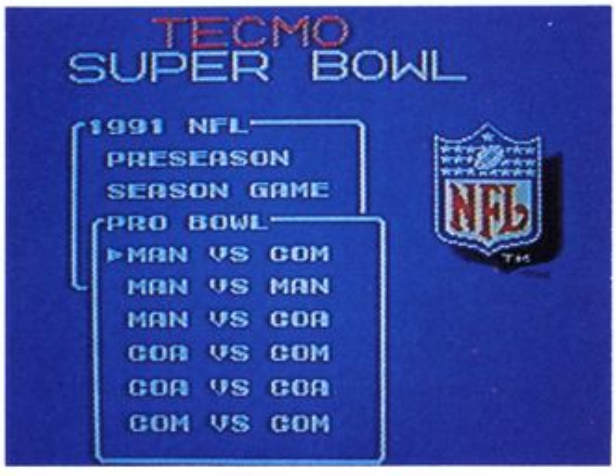


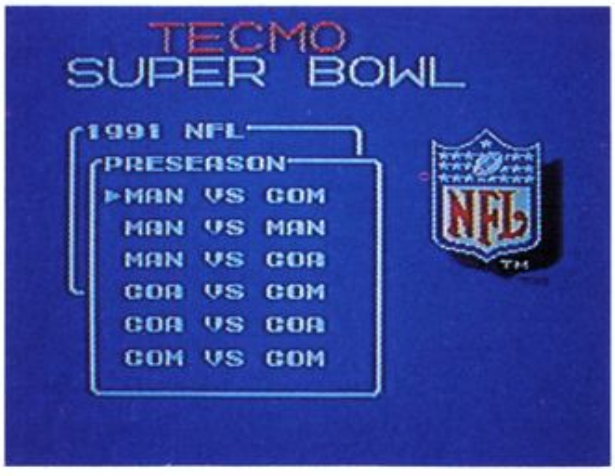
*** In a regular season game, move the "▷" mark to your team's name and press the Ⓐ button to change your team's control mode.**

Pressing the Ⓐ button repeatedly will switch the control from MAN to COA to COM to SKP.

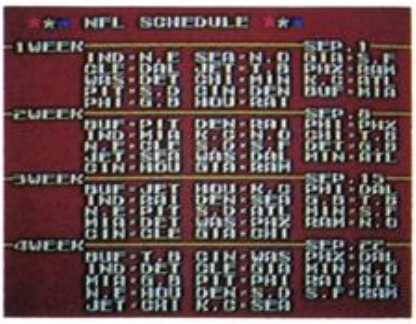
MAN vs COM	– One player game. – Controller 1 PLAYER against COMPUTER.
MAN vs MAN	– Two player game. – Controller 1 PLAYER against Controller 2 PLAYER.
MAN vs COA	– Two player game. – Controller 1 PLAYER against Controller 2 COACH.
COA vs COM	– One player game. – Controller 1 COACH against COMPUTER.
COA vs COA	– Two player game. – Controller 1 COACH against Controller 2 COACH.
COM vs COM	– COMPUTER against COMPUTER. – Computer plays both teams!
SKP vs SKP	– SKIP to the results of the game. (in regular season games only).

*** "Auto Skip" – can be used to automatically skip past the display screens of SKP -vs-SKP games on a weekly basis. This feature will allow you to skip to the next game which is set to MAN, COA or COM. (for details – see " ② schedule" of page 17.)**





◎ Regular Season Game

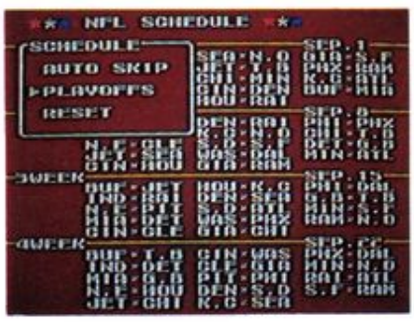


① **Team Control: Use this option to choose the play mode for games between the various teams (see the Team Control page for details – Page 15).**

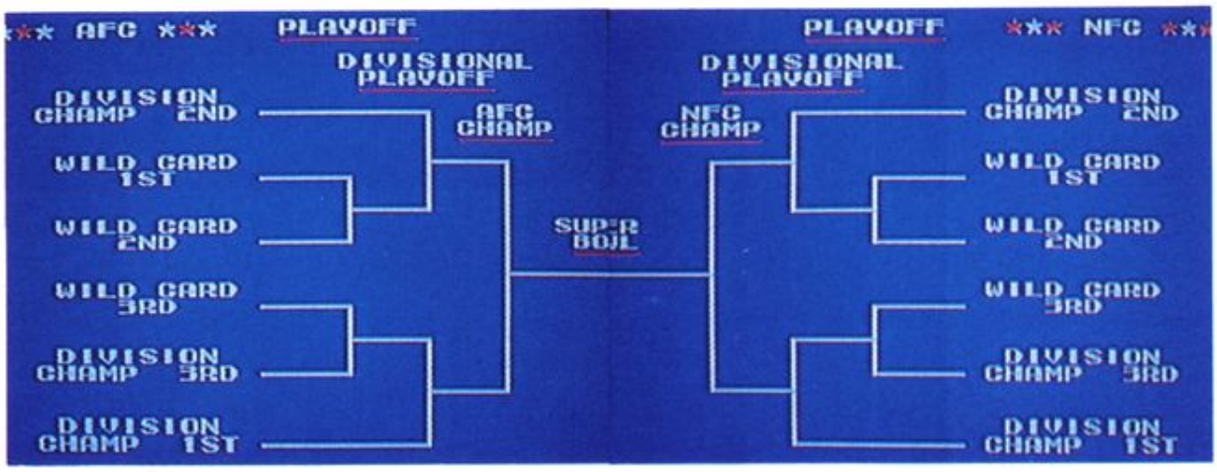
② **Schedule: Use this mode to confirm the 17 week game schedule. You can see four weeks ahead or behind by moving the + Control Pad up or down.**

* **You can also use this mode to check the play-off schedule. Press the Ⓐ button during the schedule screen and the command screen will be displayed. (Use the Ⓑ button to return to the schedule screen). Use the + Control Pad to choose "Play-Off", press the Ⓐ button, and the play-off schedule will be displayed. Move the + Control Pad to the right or left to see the entire play-off schedule. (See page 21 for details concerning the reset command.)**

◆ Command Screen



Play-off schedule



◆ Slide to the right or left ◆

* **"Auto Skip"** – To automatically skip past the display screens of SKP-vs-SKP games, select "Auto Skip" from the schedule window. Use the + Control Pad to select "Auto Skip" then press the Ⓐ button. "To week 00" window will appear. Use the + Control Pad up or down to select the number of weeks you would like to skip. (NOTE: only SKP-vs-SKP games in the weeks chosen will be skipped from the schedule). Pressing the Ⓑ button continuously will cancel "Auto Skip".

③ Game Start: Use this mode to start the games in the scheduled order. The flashing match-up on the schedule list highlights the next game to be played. The results of the games will be recorded in the game's memory.

④ NFL Standings: Each team's win/loss record is displayed according to the conference it is in. During the regular season games or after their completion, a ☆ mark will appear next to the name of the division winner and a ◎mark next to the name of any team that has won a wild card berth (according to the team's win/loss record).

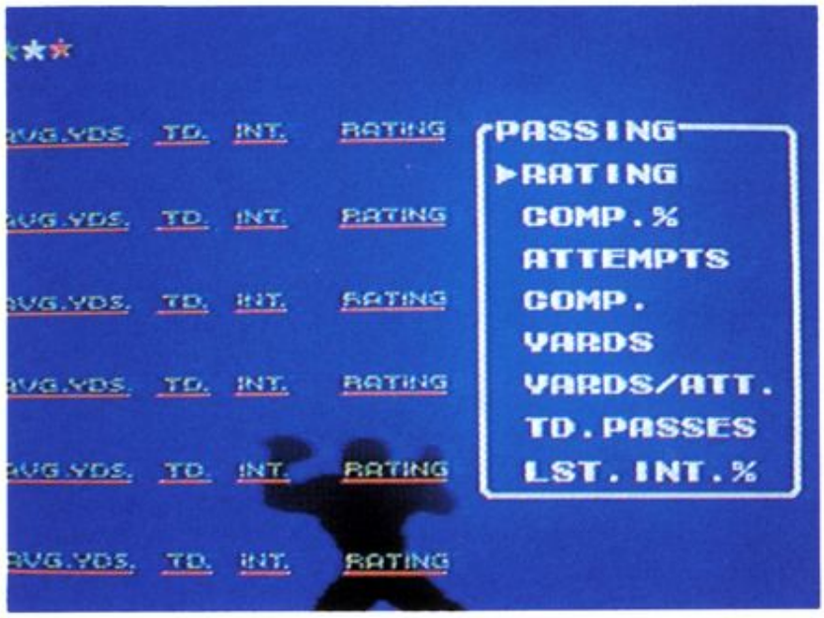
PCT – winning percentage
PTS – total points scored
OP – total points given up

⑤ Team Ranking: Use this mode to see the offensive and defensive rankings of all the teams in the league, or in one conference, for the following three categories: rushing, passing, and total yardage. Use the + Control Pad to select the category that you want to see and press the Ⓐ button to enter your selection.

To see the teams ranked below 11th place	Press the + Control Pad downwards
To return to the higher rankings	Press the + Control Pad upwards
To see the rankings in another category	Move the + Control Pad to the left or right to move the "▷" mark and then press the Ⓐ button to enter your selection.

⑥ NFL Leaders: Use this mode to see the records and rankings of the top thirty players in each category. Choose the category and the league or conference that you want to see and then press the Ⓐ button.

*** Changing items – Moving the + Control Pad to the right causes the screen to slide and the item window to appear. Move the + Control Pad up or down to move the cursor in the window and select an item, then press the Ⓐ button to enter your selection.**



◆ + ◆

To see the teams ranked below 7th place	Press the + Control Pad downwards.
To return to the higher rankings	Press the + Control Pad upwards.

*** Looking at the categories**

Play Items

● PASSING

RATING : Rating points
COMP. % : Completion percentage
ATTEMPTS
COMP. : Completions
YARDS
YARDS/ATT. : Yards per attempt
TD PASSES : Touchdown passes
LST. INT. % : Lowest interception percentage

● RUSHING

YARDS
ATTEMPTS
YARDS/ATT. : Yards per attempt
TOUCHDOWNS

● PUNTING

AVERAGE
PUNTS

● SACKS

Select "Sacks" to see the number of quarterback sacks. (No item)

● KICKOFF RETURNS

AVERAGE
YARDS
RETURNS
TOUCHDOWNS

● RECEIVING

RECEPTIONS
YARDS
YARDS/RCT. : Yards per reception
TOUCHDOWNS

● SCORING

POINTS
TOUCHDOWNS
EXTRA PTS. : Extra points
FG. : Field goals

● INTERCEPTIONS

INT. : Interceptions
YARDS
TOUCHDOWNS

● PUNT RETURNS

AVERAGE
YARDS
RETURNS
TOUCHDOWNS

⑦ **Team Data: See the section concerning Team Data (page 8)**

◎ Reset command

What do you do when you want to start a regular season all over again? Press the Ⓐ button during the NFL schedule screen and a window will appear with commands for seeing the play-off schedule and a reset command. (Press the Ⓑ button to return to the NFL schedule screen.) Choose the reset command and press the Ⓐ button and a photo question window will appear. Be careful because if you choose "Yes" here all of the information in the cartridge memory will be erased.

◆ "Question window"

If you are continue your Regular Season Game (s) to the Play-off level, the Play-off Schedule and graph will appear. Pressing the Ⓑ button at this point will return the schedule to the screen, then you can call up the reset command to clear the memory.

*** If autoskip method has been assigned, it can not be cleared by a standard reset. You must use the main reset on the NES™ unit.**

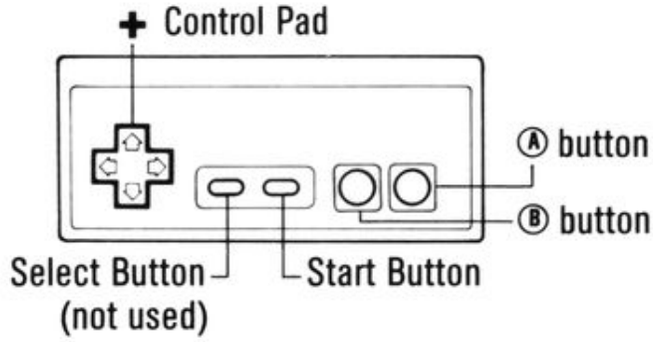
4. GAME START

It's time to start the action!

When you have finished checking all of the data and making your team settings, select your Team Control mode.

NOTE: When you are getting ready to play a regular season game by yourself, be sure to start the game after checking the schedule and the Team Control mode, because the schedule may be set to a two player game of MAN vs MAN or COA vs COA, in which case you won't be able to play a one player game.

Controller



◎ List of Control Techniques

Play Selections

Selecting a **RUNNING** play	The ✚ Control Pad and the Ⓐ button simultaneously
Selecting a **PASS** play	The ✚ Control Pad and the Ⓑ button simultaneously
When you want to try a field goal, make a punt, take a time-out; or when you want to make a player substitution, change a player's position or change the defense formation (player substitutions and position changes)	Moving the "▷" mark. Press the Ⓐ button to open the window, use the ✚ Control Pad to make your selection, and press the Ⓐ button to enter your choice or the Ⓑ button to cancel your choice.
Entering your choice	Ⓐ button
Canceling your choice	Ⓑ button
Looking at the player's data	Start button

Offense

Choosing a control mode	Ⓐ button
Snap	Ⓐ button
Kick	Ⓐ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ button repeatedly
Selecting a receiver	Ⓐ button
Throwing a pass	Ⓑ button

Defense

Choosing the controllable player	The Ⓐ or Ⓑ button when both teams are ready for play
Diving tackle	Get near the player carrying the ball and press the Ⓑ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ button repeatedly

Kick-off, Half-time

Kick-off Choose whether you are going to make the kick-off or return it	Use the ✚ Control Pad to make your choice and press the Ⓐ button to enter your choice
When you want to skip a screen	Ⓑ button

List of Main Window Control

Choosing items	✚ Control Pad
Entering your choice	Ⓐ button
Canceling a selection and returning to the previous screen	Ⓑ button
Looking at the player's data for the offensive starters	Start button
Choosing a control mode	Ⓐ button

Before the game begins, the referee performs the coin toss to determine which team has the right to choose the first kick-off. The team that wins the coin toss can choose to either make the first half kick-off or return it.

To skip the coin toss screen – press the Ⓑ button.

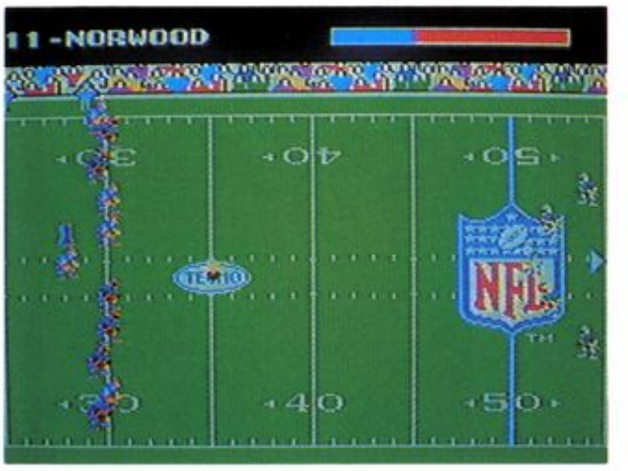
◎ Kick-off

● To kick off — press either the Ⓐ button.

A kick-off meter will be displayed at the top of the screen. This meter will grow longer and then restart. The longer the meter is the farther the kick will go. Watch the meter carefully and kick the ball by pressing the Ⓐ button when the meter is at its longest point.

● To make an onside kick
— kick the ball when the meter is in the blue.

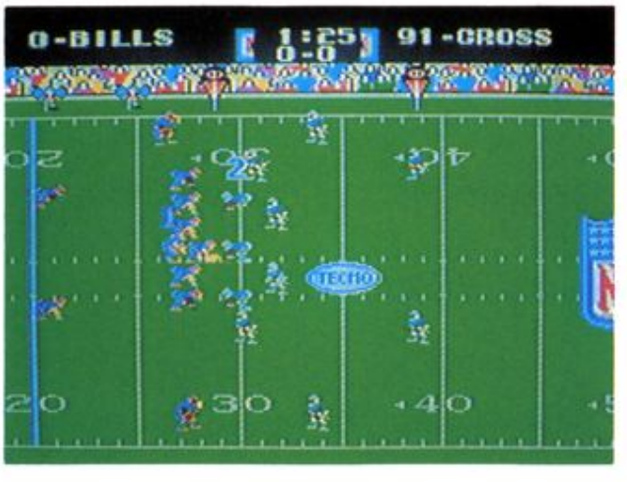
You can control the player carrying the ball when the kick is being returned or when the ball has been recovered by the kicking team on an onside kick.



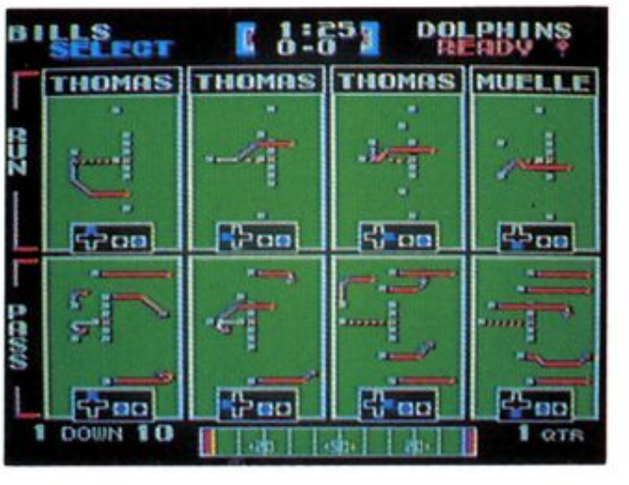
◎ Controlling the offense

Once the play has been whistled dead, the play select screen will appear.

◆ Name of the player carrying the ball



◆ The Play Select Screen

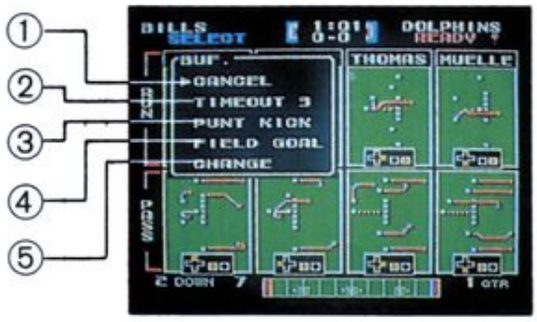


The Play Select Screen ➧

Press the controller button in accordance with the instructions displayed on the screen to run the play that you have chosen. (For a running play – Use the + Control Pad and the Ⓐ button; For a pass play – Use the + Control Pad and the Ⓑ button.)

● To display the Play Strategy Window – press the Ⓐ button (press the Ⓑ button to close the window).

➧ "Play Strategy Window"



Use the + Control Pad to select a play category and press the Ⓐ button to enter your choice.

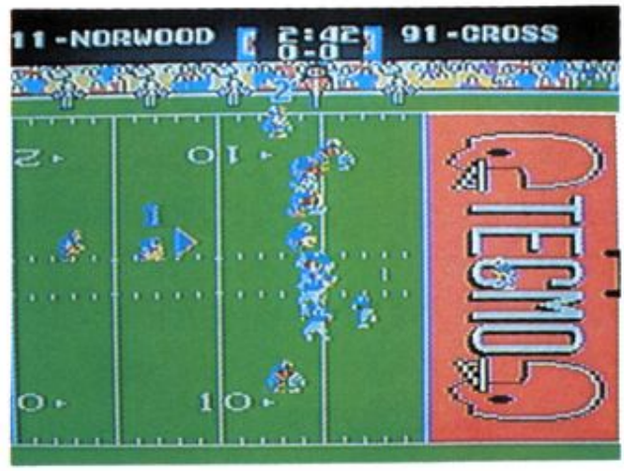
① Use this mode to close the Play Strategy Window (same function as the Ⓑ button).

② Use this mode to call a time-out and stop the clock (you can take three time-outs each half).

③ Use this mode to kick a punt (and give the ball to the other team) by pressing the Ⓐ button. Once your center snaps the ball the kick meter will begin. The longer the meter is the farther the kick will go. Watch the meter and make your kick by pressing the Ⓐ button at just the right time.

④ Use this mode to try a field goal.

To make a kick – press the Ⓐ button



"The ▷ mark moves up and down"

After your center has snapped the ball, instead of the kick meter, a "▷" mark which determines the direction of the kick will move up and down in front of the kicker. The ball will fly in the direction of the "▷" mark, so time the mark carefully and then press the Ⓐ button to make your kick.

⑤ Use this mode to call up the player substitution screen. The player substitution screen will also appear when a player is injured.

ⓐ Team name.
ⓑ The player's positions are displayed according to their uniform numbers and special symbols.
ⓒ The names of players who are currently in the game are displayed.
ⓓ The names of kick-off and punt returners are displayed.
ⓔ The names of players on the bench are displayed. An × mark appears next to the names of injured players, indicating that they cannot play in the game.

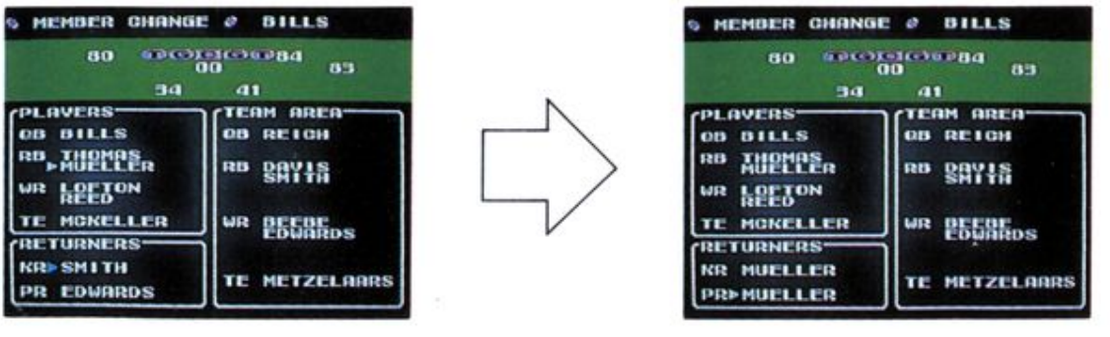
• Controlling the Game

1. To move the "▷" mark for selecting players — use the + Control Pad. The "▷" mark can be moved in the "Players" and "Returners" columns.
   * To look at the data for the player that you have selected — press the start button.
   * When you move the "▷" mark within the "players" column, the position of the player being chosen will flash on and off.
2. Making player substitutions
   Choose the player that you want to replace, press the Ⓐ button and the "▷" mark will appear. Move this marker to the name of the player that you want to put in the game and press the Ⓐ button again. The substitution will then be made.
   * There are certain limitations on substitutions due to the positions of the players.

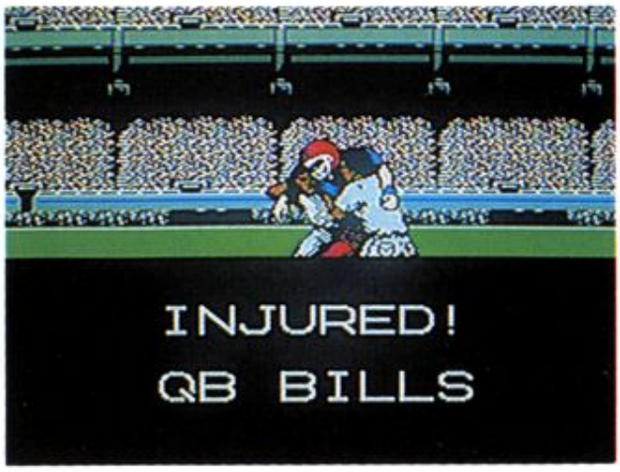
Position		Players who can enter the game as a substitute
QB	➧	QB only
RB, WR, TE, KR, PR	➧	RB, WR, TE, KR, PR

*** Changing returners**

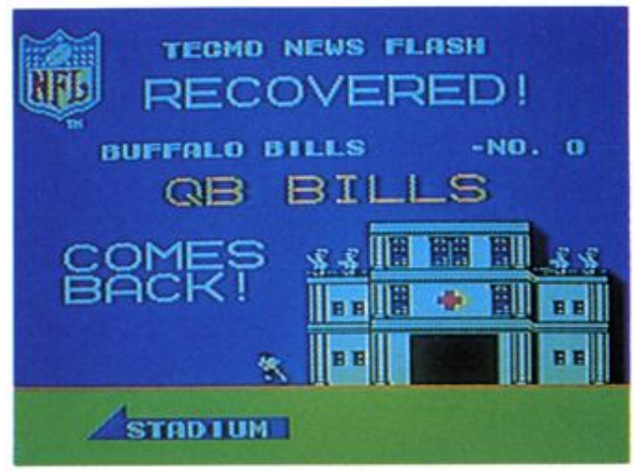
Returners can be changed without making substitutions by having a player already on the field change his position. (There is a high probability that the Returner will be injured.)



*** When a player has to leave the game due to an injury. Once a player has been injured, the game cannot be continued until a substitution is made for the injured player.**



"If your player gets injured, he won't be able to play in the game."



"I'm finally getting out of the hospital! Now I'm really going to go wild!"

3. After, you have chosen your play from the play select screen, you are ready to begin the action.

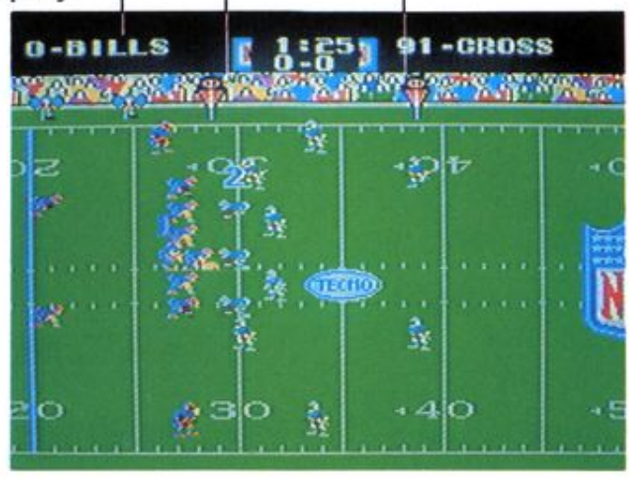
To make the snap — press the Ⓐ button

*** Running plays**

To control the player carrying the ball	✚ Control Pad
To knock away the defensive players trying to make a tackle	Press the Ⓐ button repeatedly

The player being controlled
the receiver on a pass play

First down chains



*** Pass Plays**

Pass plays can only be made by first choosing a pass play from the play select screen.

To choose a pass receiver after the snap	Press the Ⓐ button
To make a pass to the receiver with the▼mark displayed above him	Press the Ⓑ button

After making the snap by pressing the Ⓐ button, get ready to make a pass. A ▼ mark will be displayed above your eligible receivers. Press the Ⓐ button to move the indicator to the receiver that you want to throw the ball to.

*** If your quarterback does not have a very high passing ability (pass control, passing accuracy, etc.) your pass may not go where you intend it to go. Whether or not a pass is completed depends upon the ability of your quarterback and your receiver. It's a good idea to avoid trying to make passes that you don't have a good chance of completing. Use passes wisely to get past the defense and into the end zone for a touchdown.**

◎ Controlling the Defense

a) When the play select screen has appeared, try to guess what type of play the offense is going to run and then use the controller to choose your defense.

To defend against running plays	Press the ✚ Control Pad together with the Ⓐbutton.
To defend against pass plays	Press the ✚ Control Pad together with the Ⓑbutton.
To look at the commands in the Defense Window	Press the Ⓐbutton (press the Ⓑ button to close the window).
To choose a command	Use the ✚ Control Pad.
To enter a command choice	Press the Ⓐbutton

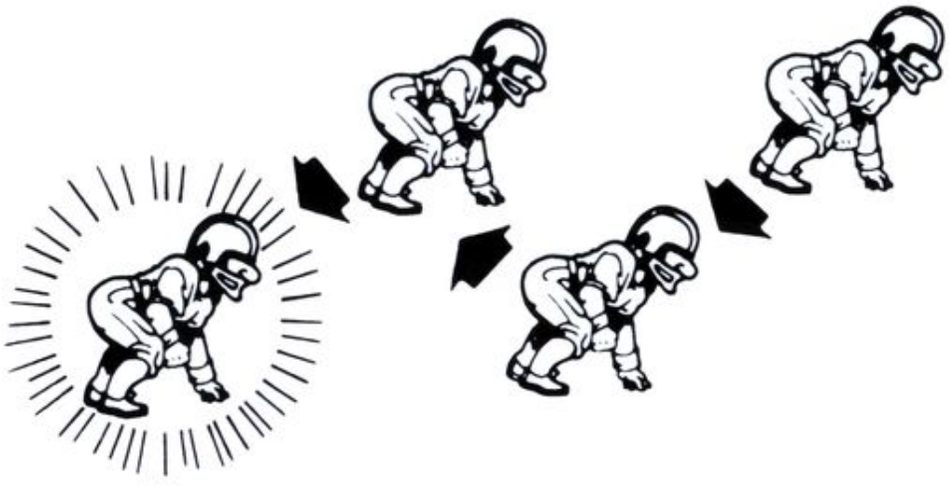
Defense Window ◆

① Use this mode to close the window (same function as the Ⓑ button).

② Use this mode to call a time-out and stop the clock (you can take three time-outs each half).

b) When both you and your opponent have chosen your plays, you are both ready to begin play.

Select the player that you want to control –



while you are both lined up for the play press the Ⓐ or Ⓑ button. And each time you press the button the player you can control will change.

To control your player	Use the ✚ Control Pad
To make a diving tackle	Get near the other player and then press the Ⓑ button (this will knock down any player).
To shake off a player who has grabbed onto you	Press the Ⓐ button repeatedly

* When a play has been whistled dead, players on the offensive team may be injured. Injured players cannot return to the game until they have recovered from their injuries. Make substitutions to replace the injured players (see page 26 for details on player substitutions). Some players will need three games to recover from their injuries.

◎ Game composition

A game is made up of the first and second quarters, followed by half-time (which can be skipped by pressing the Ⓑ button) and then by the third and fourth quarters.

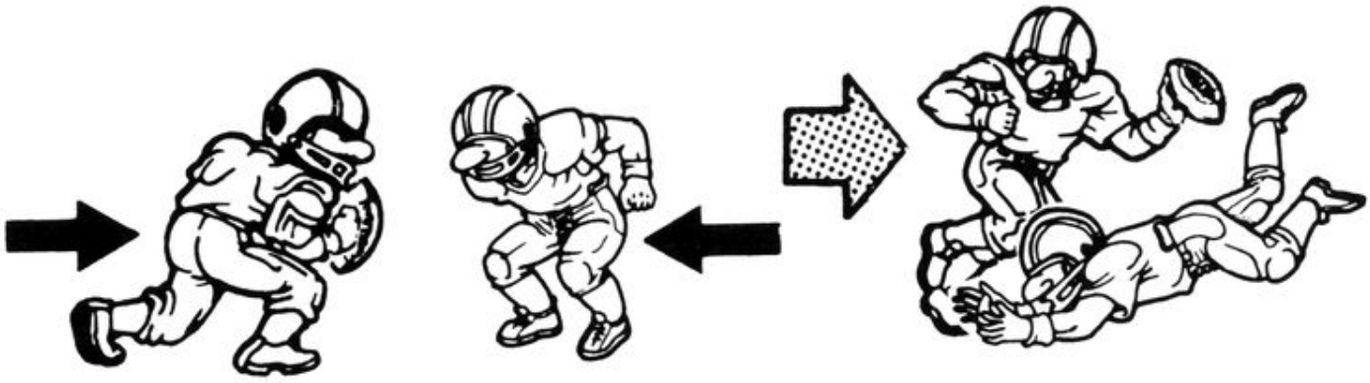
5. The Road to the Super Bowl

The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

★Running Plays

□Avoiding a diving tackle
When the COM is about to make a diving tackle the defensive player will get ready to dive and then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.

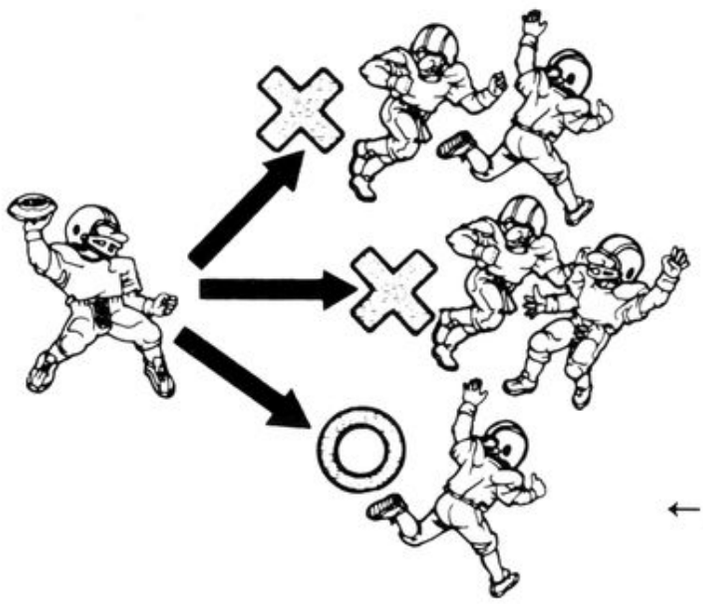


* If the defensive player gets ready to dive, ——————— get out of the way.

□Make the most of your running back's talents
Some running backs like to use their strength to bowl over the defense and plow straight ahead while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power), have confidence in his strength and run him straight at the defense.
When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense's tackle attempts.

★Pass plays

□Look for an open receiver
Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.



□The success of your passes depends on the ability of your quarterback and receivers
The greater the ability of your quarterback and receivers the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he's wide open. Likewise, if your quarterback isn't talented, he might throw the ball so badly that your receiver can't catch it.

□Use your ace receiver when it really counts
If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

★Defense

□Intercepting the other team's passes
Move your defenders into the area that the offensive team's pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

□Make the most of your team's talents
There are many different types of teams — good passing teams, good running teams, strong defensive teams, etc. Find out what your team's strengths are and then make your play choices based on those strengths.

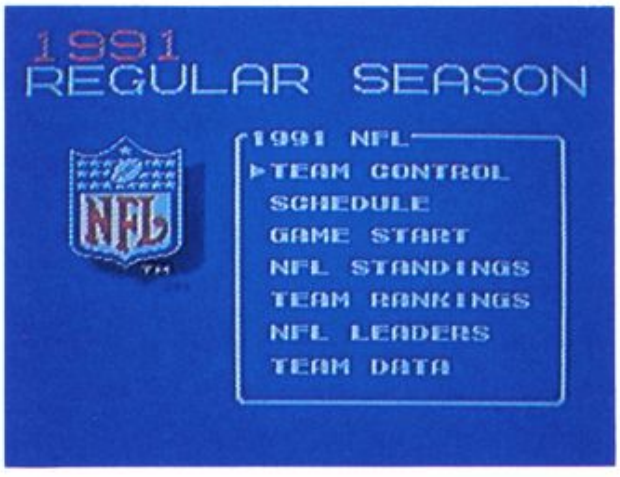
□Take away your opponents strong points
Study your opponent to discover his strengths and weaknesses. During the game concentrate on shutting down your opponent's favorite plays and upsetting his game plan.

AUTO SKIP SECTION

□ SEASON GAMES

For Season Games, the computer can automatically skip thru the various display screens for those games which are set to SKP-vs-SKP in the Team Control screen.

◆ Options Window

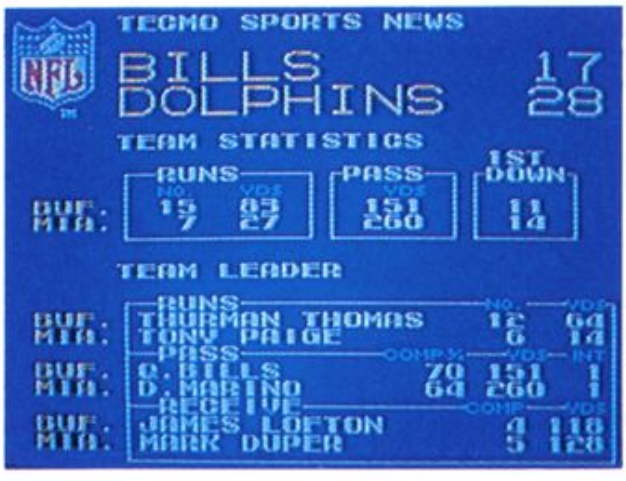


Pressing the START BUTTON and the Ⓐ button simultaneously.

Select "GAME START" from the options window. By pressing the START BUTTON and the Ⓐ button simultaneously, the display screens of SKP-vs-SKP games will sequence automatically. (Otherwise the Ⓐ button must be pressed repeatedly.)

You may cancel this choice by pressing the Ⓐ button continuously during the "Tecmo Sports News". When the game pauses, press the Ⓐ button once again to return to the Option Window.

◆ TECMO SPORTS NEWS



6. TEAM INTRODUCTION

AFC EAST

BUFFALO BILLS

BILLS

The Bills' no-huddle offense forces opposing defenses to keep the same personnel on the field and allows their quarterback to take advantage of breakdowns in pass coverage. Running Back Thurman Thomas is a dangerous open-field runner and an excellent receiver out of the backfield. Defensive End Bruce Smith is a dominating presence who directly affects opposing offensive game plans.

INDIANAPOLIS COLTS

COLTS

The Colts are using the two-back set more often to better utilize the running and receiving skills of Albert Bentley. Wide receiver Clarence Verdin is a dangerous kick returner. Quarterback Jeff George has proved to be worth the major trade the team made in order to draft him. Linebackers Jeff Herrod, Duane Bickett, and Chip Banks are the nucleus of an up-and-coming defensive unit that loves to blitz the quarterback. Punter Rohn Stark is one of the best in the league.

MIAMI DOLPHINS

With the emergence of running back Sammie Smith and fullback Tony Paige, the Dolphins have a more balanced offensive attack. Dan Marino still has the quickest release in the league and top receivers Mark Clayton and Mark Duper and tight end Ferrell Edmunds. Defensive end Jeff Cross and linebacker John Offerdahl are the leaders of the "Miami Pound Machine" defense.

NEW ENGLAND PATRIOTS

Wide receivers Irving Fryar and Greg McMurtry are a pair of gamebreakers. Bruising running back John Stephens and tight end Marv Cook are the featured players in the Patriots' ball-control offense. Defensive ends Ray Agnew and Brent Williams are the bookends of a solid defense that includes linebackers Ed Reynolds, Andre Tippett, and Chris Singleton.

NEW YORK JETS

The developing Blair Thomas and rejuvenated Freeman McNeil propel the Jets' offense. Wide receiver Rob Moore takes some of the receiving burden off Al Toon and gives quarterback Ken O'Brien another deep threat. Defensive backs Erik McMillan and Tony Stargell make quarterbacks pay for throwing the football.

AFC CENTRAL

CLEVELAND BROWNS

When the Browns want to run over defenders, they pair Kevin Mack and Leroy Hoard in the backfield. When they want to run around defenders, they give the ball to speedy scatback Eric Metcalf. Wide receivers Webster Slaughter and Reggie Langhorne are aggressive receivers who will go into the interior of the defense to make a reception. Linebackers Clay Matthews and Mike Johnson are good at stopping both the run and the pass. Cornerback Frank Minnifield is almost unbeatable in one-on-one coverage.

CINCINNATI BENGALS

Buffalo may receive more attention for its no-huddle offense, but the Bengals are the innovators of the explosive scheme. Quarterback Boomer Esiason has an impressive arsenal of weapons in running backs James Brooks and Ickey Woods and receivers Eddie Brown and Tim McGee. Tight end Rodney Holman is the team's possession receiver. Defensively, safety David Fulcher and outside linebacker James Francis are a pair of heavy hitters who make receivers hear footsteps and ball carriers run scared.

HOUSTON OILERS

With quarterback, Warren Moon at the trigger, the Oilers' Run-and-Shoot offense will gun down any defense in the NFL. Receivers Haywood Jeffires, Ernest Givins, Drew Hill, and Curtis Duncan are the most dangerous receiving quartet in the league. The Oilers' 4-3 defense is well suited for the pass-rushing skills of defensive tackle Ray Childress. Linebackers Al Smith and Johnny Meads excel at stuffing the run, while strong safety Bubba McDowell leads Houston's "Air Patrol" secondary.

PITTSBURGH STEELERS

The Steelers have a lot of confidence in their gutsy, strong-armed quarterback, Bubby Brister. Versatile Merril Hoge, who plays both running back positions, is a dangerous receiver out of the backfield. At 6-5, 274 pounds tight end Eric Green is the largest deep threat in the league. Linebackers David Little and Bryan Hinkle are the catalyst of a young defense that grudgingly gives up yards.

AFC WEST

DENVER BRONCOS

BRONCOS

John Elway's cannon arm and nimble feet make him very difficult to defend. Bobby Humphrey's slippery moves make it difficult for defenders to get a clean hit on him. Receivers Vance Johnson, Mark Jackson, and Ricky Nattiel may lack size, but they make clutch receptions. Safety Steve Atwater sets the tone for Broncos' defense with his hard hitting. Linebacker Karl Mecklenburg is difficult to defend regardless of where he lines up. Cornerback Tyrone Braxton is the secondary's best cover man.

KANSAS CITY CHIEFS

CHIEFS

Quarterback Steve DeBerg is one of the toughest competitors in the league. Running backs Christian Okoye and Barry Word are a pair of bruising runners who are hard to bring down. Stephone Paige is a reliable possession receiver, while Robb Thomas is an elusive deep threat. Linebackers Derrick Thomas and Percy Snow wreak havoc on opposing ball carriers and quarterbacks. Cornerbacks Albert Lewis and Kevin Ross and safeties Kevin Porter and Deron Cherry make up one of the best secondaries in the league.

LOS ANGELES RAIDERS RAIDERS

Regardless of who's playing quarterback, the Raiders' offense will move the football. The running and receiving skills of Bo Jackson, Marcus Allen, and Steve Smith keep opposing defenses off balance. Wide receivers Willie Gault and Mervyn Fernandez possess size, speed, and good hands. Greg Townsend, Howie Long, Bob Golic, and Scott Davis compose one of the most formidable defensive lines in the NFL. Unsung cornerback Terry McDaniel will make quarterbacks regret trying to throw at him.

SAN DIEGO CHARGERS CHARGERS

Quarterback Billy Joe Tolliver is a good medium-to-short-range passer. Marion Butts is the swiftest 250-pound running back in the league. The Chargers would like to pair him in the backfield with Rod Bernstine or Ronnie Harmon. Speedy receiver Anthony Miller consistently beats double coverage. Burt Grossman, Leslie O'Neal, and Lee Williams do a fine job of pressuring the quarterback. Linebacker Junior Seau has good speed and can both blitz and drop into pass coverage.

SEATTLE SEAHAWKS Seahawks

The running of John L. Williams and Derrick Fenner propels the Seahawks' "Ground Chuck" offense. Quarterback Dave Krieg is a high percentage passer who does a fine job of finding receivers Brian Blades and Tommy Kane. Defensive linemen Cortez Kennedy, Tony Woods, Jacob Green, and Joe Nash are excellent against the run and the pass. Linebackers Rufus Porter and Dave Wyman make good reads and always find the ball. Strong safety Nesby Glasgow is a smart, hustling player who wants in on every play.

NFC EAST

DALLAS COWBOYS

COWBOYS

Quarterback Troy Aikman and running back Emmitt Smith are cornerstones of an explosive young offense. Michael Irvin is the deep threat, while Kelvin Martin is the possession receiver. Tight end Jay Novacek is one of the best pass-catching tight ends in the league. Defensive ends Danny Stubbs and Tony Tolbert and defensive tackle Jimmie Jones are excellent pass rushers who do a solid job of caving in the pocket. Linebackers Jack Del Rio and Ken Norton are big hitters who make plays.

NEW YORK GIANTS

GIANTS

The Giants wear down opposing defenses with their run-oriented, ball-control offense. Ottis Anderson and Rodney Hampton are explosive ball carriers and scatback Dave Meggett is a dangerous receiver out of the backfield. Whenever Phil Simms is looking to pass, he can go to tight end Mark Bavaro in the flat, or throw deep to receivers Mark Ingram and Stephen (Touchdown Maker) Baker. The Giants have arguably the best linebackers in the league in Lawrence Taylor, Carl Banks, Pepper Johnson, and Gary Reasons.

PHILADELPHIA EAGLES EAGLES

Versatile running back Keith Byars is an excellent receiver out of the backfield. The blocking and receiving skills of Keith Jackson make him the prototype NFL tight end. Neutralizing the Eagles' defensive line is not an easy task. Double-teaming Reggie White and Jerome Brown only will free up defensive end Clyde Simmons and give him a clear path to the quarterback. Outside linebacker Seth Joyner covers a lot of ground and has a nose for the football. Cornerbacks Ben Smith and Eric Allen allow very few passes to be completed in the secondary.

PHOENIX CARDINALS CARDINALS

Opposing defenses should be aware of quarterback Timm Rosenbach's mobility. He throws just as well on the run as he does in the pocket. Running backs Johnny Johnson and Anthony Thompson make up one of the finest young backfields in the league. Ricky Proehl and Roy Green are a pair of sure-handed receivers with deceptive speed. Defensively, Ken Harvey and Freddie Joe Nunn excel as pass rushers, while linebackers Eric Hill and Anthony Bell do a solid job of stuffing the run. Strong safety Tim McDonald hits like a linebacker and covers receivers like a cornerback.

WASHINGTON REDSKINS REDSKINS

Quarterback Mark Rypien has done an outstanding job mastering coach Joe Gibbs's intricate offense. Whenever Rypien gets into trouble, he can count on his posse-wide receivers, Gary Clark, Art Monk, and Ricky Sanders-to come up with a clutch reception. Gerald Riggs and Earnest Byner are a pair of thick-thighed runners who'll trample over any defender in their path. The hustling pursuit of veteran defensive end Charles Mann and linebacker Andre Collins makes it difficult to gain yards against the Redskins' defense.

NFC CENTRAL

CHICAGO BEARS

BEARS

Jim Harbaugh is one of the most accurate passers in the NFL. The running and receiving skills of running back Neal Anderson keep the defense off balance. Both Wendell Davis and Ron Morris have the speed to get open deep, and the toughness to make a catch over the middle. Linebacker Mike Singletary is the heart of the Bears' defense. Defensive end Richard Dent continues to be one of the league's premier pass rushers. Few defensive backs close on the ball and have a knack for interceptions like Bears strong safety Mark Carrier.

DETROIT LIONS

LIONS

The running and passing of quarterback Rodney Peete ignite the Detroit offense. No other NFL running back possesses the speed, balance, and acceleration of the Lions' Barry Sanders. Wide receiver Robert Clark will catch anything he gets his hands on. Nose tackle Jerry Ball does a good job of tying up blockers and allowing linebackers Chris Spielman, Michael Cofer, and Dennis Gibson to make tackles. Strong safety William White is an alert player who never allows a receiver to get behind him.

GREEN BAY PACKERS

PACKERS

The Packers believe in the magic of quarterback Don Majkowski. The confident passer does an excellent job of locating receivers Sterling Sharpe and Perry Kemp downfield. Fullback Darrell Thompson is a tough inside runner. Tight end Ed West is a valuable possession receiver. Fiery linebacker Tim Harris talks a good game, and plays an even better one. Linebackers Brian Noble and Johnny Holland are solid against the run and the pass. Strong safety Mark Murphy plays smart and makes things happen.

MINNESOTA VIKINGS

VIKINGS

The more the Vikings utilize Herschel Walker as a runner and receiver, the more success they'll have moving the football. Quarterback Wade Wilson is a poised leader who will not panic in the pocket. The Vikings have two of the most dangerous receivers in the league in Anthony Carter and Hassan Jones. Defensive ends Chris Doleman and Al Noga are quick off the ball. Strong safety Joey Browner is a big-play maker who makes key hits and interceptions.

TAMPA BAY BUCCANEERS

BUCCANEERS

The Buccaneers are a youthful team full of potential. Quarterback Vinny Testaverde times his throws well and has good anticipation of receivers Bruce Hill and Mark Carrier. Gary Anderson is an elusive runner who squirts through holes and bounces off tacklers. Linebackers Kevin Murphy and Eugene Marve lead an aggressive defense. Quarterbacks should be aware of ballhawking cornerback Wayne Haddix.

NFC WEST

ATLANTA FALCONS

FALCONS

The Falcons' "Red Gun" Offense can shoot holes through any defense in the NFL. The running of Mike Rozier and Steve Broussard complements the long-ball passing of quarterback Chris Miller. Sticky-fingered receiver Andre Rison is Miller's favorite target. Linebackers Jessie Tuggle, Michael Reid, and Darion Conner lead Atlanta's "Grits Blitz" defense. Free safety Scott Case gives excellent support against the run. Cornerback Deion (Prime Time) Sanders is one of the fastest players in the league.

LOS ANGELES RAMS

RAMS

Quarterback Jim Everett leads a potent offense that can score from anywhere on the football field. Speedy receivers Henry Ellard and Willie Anderson have to be double-covered. Running back Cleveland Gary is a multi-purpose workhorse who likes to touch the football 20-25 times per game. Linebacker Kevin Greene is one of the best pass rushers in the league. Versatile Jerry Gray is the prototype NFL defensive back.

NEW ORLEANS SAINTS

SAINTS

Few teams run the football like the Saints. Running backs Dalton Hilliard and Rueben Mayes and burly fullback Craig Heyward are hard-nosed ball carriers keep the first down markers moving. Wide receiver Eric Martin is the deep threat and the possession receiver. The Saints' linebackers are the strength of their defense. Outside linebackers Pat Swilling and Rickey Jackson excel as pass rushers and inside linebackers Sam Mills and Vaughan Johnson are solid against the run and in pass coverage.

SAN FRANCISCO 49ERS

49ERS

The 49ers are hard to stop because they have so many weapons. Joe Montana is arguably the finest quarterback ever to play, and when he's not passing to receivers Jerry Rice and John Taylor, he's handing off to running backs Roger Craig and Tom Rathman. Charles Haley is a fearsome pass rusher who will line up at defensive end or linebacker. The tenacious hitting of free safety Ronnie Lott inspires the 49ers' entire defense.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/ television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:
How to identify and Resolve Radio – TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
   Tecmo, Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATA OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

★MEMO★

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